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in: Class Habitable, Safe Levels, Survival Difficulty 0, Levels

## Level 2: "Bedrooms" (Dreamrooms)



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Survival Difficulty: Class Habitable

» Safe



» Sustained Communities

» Devoid of Harmful Entities

Level 2 of the Dreamrooms is known as the Bedroom, a safe and peaceful space where weary travelers can find rest and respite. Unlike many other levels of the Dreamrooms, the Bedroom is a level of comfort and tranquility, designed to provide a sense of security and serenity to those who enter.

### Description

The level is comprised of a series of interconnected bedrooms, each one more comfortable and inviting than the last. The rooms are decorated with warm colors and soft lighting, and each one is equipped with a comfortable bed,



fluffy pillows, and cozy blankets.

Entities in the Bedroom level are friendly and welcoming, taking the form of comforting objects like teddy bears, gentle breezes, and soothing melodies. Explorers who venture into the Bedroom are encouraged to relax and let go of their worries, as the level is designed to provide a sense of peace and tranquility.

The entry point to the Bedroom is a softly lit archway that appears at the end of a long hallway. Upon entering, explorers find themselves in a small, cozy bedroom that serves as a base camp for their exploration of the level.

The exit point of the Bedroom is a softly glowing door that leads to the next level of the Dreamrooms. Unlike other levels, however, the exit can only be accessed once explorers have rested and recharged in the Bedroom for a sufficient amount of time.

Overall, the Bedroom is a level of comfort and relaxation, providing a safe haven for weary travelers to rest and recharge before continuing their journey through the Dreamrooms.

Bedroom



Bedroom room

## Entities

In the safe level of the Dreamrooms, the Bedroom, the entities take on comforting and peaceful forms to provide a sense of relaxation and tranquility to weary travelers. Here are some examples of entities that one may encounter in the Bedroom:

1. Soft blankets and cozy pillows that provide a sense of warmth and comfort.
2. Teddy bears and other stuffed animals that serve as comforting companions.
3. Gentle breezes and warm sunlight that filter through the windows, creating a soothing atmosphere.
4. Soothing melodies that fill the air, creating a sense of calm and relaxation.
5. Fluffy clouds that float through the rooms, adding a dreamy and peaceful ambiance.
6. Sparkling stars that twinkle on the ceiling, creating a serene and calming environment.
7. A gentle rain that falls outside, providing a sense of relaxation and comfort.
8. Lavender-scented candles that emit a calming aroma and create a soothing environment.
9. A soft and comforting bed that provides a restful and rejuvenating sleep.
10. Cozy armchairs and warm blankets that provide a peaceful space for reading and reflection.

Overall, the entities in the Bedroom level of the Dreamrooms are designed to create a sense of comfort and tranquility, providing a safe space for explorers to relax and recharge before continuing their journey through the surreal dream world.

## Colonies and Outposts

As the Bedroom level of the Dreamrooms is a safe and peaceful space designed for rest and relaxation, colonies and outposts are not typically established in this level. However, in rare cases, small temporary camps may be set up by explorers who need to rest and recharge for an extended period of time.

These temporary camps may consist of a few sleeping bags or small tents set up in a secluded corner of the room. Explorers may use these camps to rest and recover from their travels, meditate, or engage in other quiet activities that promote a sense of calm and relaxation.

It is important to note that these temporary camps should be respectful of the peaceful and safe nature of the Bedroom level, and explorers should take care not to disturb the entities or cause any damage to the environment. Any camps set up in the Bedroom should

be dismantled before leaving the level to ensure the safety and comfort of future travelers.

In general, the Bedroom level of the Dreamrooms is not intended to be a space for permanent settlements or outposts, but rather a space for individuals to find peace and tranquility in the midst of a surreal and sometimes chaotic dream world.

## Entrances and Exits

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### Entrances and Exits

The Bedroom level of the Dreamrooms has a few entrances and exits, although they may not be as clearly defined as in other levels. Here are some of the entrances and exits that explorers may encounter:

1. **The Portal:** The main entrance to the Bedroom level is through a portal that appears as a shimmering white light. This portal may appear randomly throughout the Dreamrooms and can be used to access the Bedroom level.
2. **Doors and Windows:** The Bedroom level may have doors and windows that lead to other areas of the Dreamrooms. These doors and windows may appear and disappear, so it is important to explore the space thoroughly to find all possible exits.
3. **Hidden Passages:** The Bedroom level may also have hidden passages that lead to other areas of the Dreamrooms. These passages may be hidden behind furniture, curtains, or other entities, so it is important to keep an eye out for any unusual or unexpected features in the room.
4. **The Awakening:** Finally, the Bedroom level can be exited through the Awakening, which is the process of waking up from the dream. When an explorer is ready to leave the Bedroom level, they may experience a gradual awakening, during which they will slowly become aware of their physical surroundings in the waking world.

Overall, the entrances and exits on the Bedroom level of the Dreamrooms may be more subtle and ephemeral than in other levels, reflecting the peaceful and dreamlike nature of the space. Explorers should remain alert and observant to ensure they are able to find all possible exits and navigate safely through the surreal dream world of the Dreamrooms.

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